

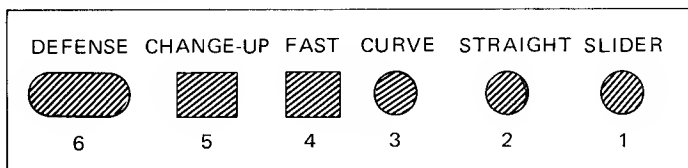


ELECTRONIC BASEBALL

DIGIT-COM 9



How to Operate



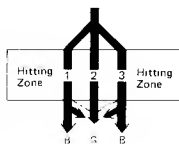
Pitching Keys

Digit-Com 9 offers 12 different pitching choices.

1. Slider (Press button 1)
Ball will go to left side of plate.
2. Straight Ball (Press button 2)
Ball will go straight over plate.
3. Curve Ball (Press button 3)
Ball will curve to right side of plate.
4. Fast Ball (Press button 4 in combination with button 1, 2 or 3)
Ball will travel at double speed as:
 - a. Fast Slider (buttons 4 and 1)
 - b. Fast Straight Ball (buttons 4 and 2)
 - c. Fast Curve Ball (buttons 4 and 3)
5. Slow Ball (Press button 5 in combination with button 1, 2 or 3)
As long as button 5 is depressed, ball will travel at half speed.
 - a. Slow Slider (buttons 5 and 1)
 - b. Slow Straight Ball (buttons 5 and 2)
 - c. Slow Curve Ball (buttons 5 and 3)
6. Change-up (Press button 5 in combination with button 1, 2 or 3)
As long as button 5 is depressed, ball will travel at half speed. When button 5 is released, ball returns to normal speed.
Change-up can be used as:
 - a. Change-up Slider (buttons 5 and 1)
 - b. Change-up Straight (buttons 5 and 2)
 - c. Change-up Curve Ball (buttons 5 and 3)

NOTE:

1. As long as button 5 is depressed, fast ball also will travel at half speed.
2. Straight ball is always a strike. Slider and curve balls are random and may be either "strikes" or "balls". This should be remembered in developing pitching strategy.



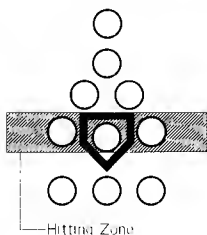
Defense Key

When a hit is signaled on the "scoreboard", solo player (in one player game) or defense (in two or more player game) must press the "Defense Key" (button 6) to field the ball. Fielding can result in an "out" or a base hit.

Batting Keys

Digit-Com 9 gives the batter the option to bat, bunt or let the ball go by.

1. Batter Button



To hit, player must press "Batter Button" when ball is in "hitting zone". A hit can only be made with correct timing. Player must follow movement of ball (LED light) toward plate and press "Batter Button" as ball enters the "hitting zone".

Digit-Com 9's micro-computer determines if it's a hit or a miss.



2. Bunt Button

If player chooses to bunt, he or she must press "Bunt Button" when the ball is in the "hitting zone". As in batting, correct timing must be used.

Two types of bunts are possible:

- Squeeze bunt : runner on third comes in but batter is out.
 - Sacrifice bunt : runners on base advance but batter is out.
3. Player may choose to let the ball go by. It will be recorded as a "strike" or a "ball".



Power Switch

1. Switch power to "ON" to begin a game.

Electronic sound effects signal that Digit-Com 9 is ready for play.

2. At the end of a game and before the start of a new game, switch power to "OFF". This will clear the digital "scoreboard" and reset for a new game.



Player Switch

Digit-Com 9 can be played by 2 or more players, or by 1 player as solo baseball.

- For 2 or more players, set "Player Switch" to "2". Players alternate as batter and defense.
- For solo baseball, set "Player Switch" to "1". Game is played with random automatic pitching. Solo player must operate "Batting Keys" and "Defense Key".



Digital Scoreboard

The fully automatic digital "scoreboard" displays "runs", "hits", "strikes", "balls", "outs", the inning and which team is at bat.

1. The Count

"Strikes", "balls" and "outs" are displayed under "Count" and are recorded as in regulation baseball as illustrated (1).

2. Runs

"Runs" are recorded under the "home team" score and the "visitor team" score. The continuous score display is fully automatic as illustrated (1).

3. Team at Bat

The two dots displayed in the "home" or "visitor" score indicate which team is at bat. As shown by the two dots in the illustration (1), the "home team" is at bat.

4. Inning

At the end of each inning, the "count" is cleared and the new inning is displayed in the center of the "scoreboard" as illustrated (2).

As shown in the illustration (2), it is the 5th inning and the "visitor team" is at bat. Following display of the inning, "0's" are displayed under "count" as illustrated (3) and play can begin.

SCORE	COUNT			SCORE
HOME	S	B	O	VISITOR
0.7.	2	3	2	0.5

(1)

SCORE	COUNT			SCORE
HOME	S	B	O	VISITOR
0.7.		5		0.5.

(2)

COUNT		
S	B	O
0	0	0

(3)

SCORE	COUNT			SCORE
HOME	S	B	O	VISITOR
--	--	--	--	--

(4)

Scoreboard signals a hit.

Hits

1. When the batter hits the ball, lights circle the diamond twice. If the ball is not caught on the fly, a hit is signaled on the "scoreboard" as shown in the illustration (4).

2. Solo player (in one player game) or defense (in two or more player game) must now press the "Defense Key" to field the ball.

3. Result will be displayed in the center of the "scoreboard". Fielding can result in an "out", "single", "double", "triple" or "home run". In illustration (5), player has hit a "home run".

COUNT		
S	B	O
	H	

(5)

0 ... Out
1 ... Single
2 ... Double
3 ... Triple
H ... Home Run

(5)

Fly Ball

A hit may be caught on the fly. A light signals which player caught the fly and an "out" is recorded.

Automatic Base Running

A light indicates each runner on base. Runners automatically advance around bases as action requires.

2 or More Players

1. Set "Player Switch" to "2".
2. Switch power to "ON". Electronic sound effects signal "play ball" and digital "scoreboard" lights up to display "O's".
3. Players decide who will be first to bat and first to pitch and position themselves on defense and batting sides of game.
4. Defense player selects and presses desired "Pitching Keys".
5. Batter follows each pitched ball and chooses to bat, bunt or let the ball go by.
To hit, batter must time pressing of "Batter Button" or "Bunt Button" to when LED light is in "hitting zone".
6. If player swings and misses, a "strike" is recorded.
7. If batter lets the ball go by, a "strike" or "ball" is recorded.
8. If batter hits the ball, lights will circle the diamond twice before ball is caught as a "fly ball" or before a hit is signaled on the "scoreboard".
9. If a hit is caught on the fly, a light signals who caught the ball and an "out" is recorded.
10. If "scoreboard" signals a hit, defense player must press the "Defense Key" to field the ball.
11. Runners on base advance automatically as action requires.
12. As runners cross home plate, "runs" are scored and displayed on the "scoreboard".
13. After 3 outs, the side is retired as in regulation baseball. Change of side is signaled by a special electronic sound effect and the two dots move to the other side of the "scoreboard". Players trade places and batting or defense function.
14. Play continues for 9 innings as in regulation baseball.
15. At the end of a game and before starting a new game, switch power to "OFF" to clear "scoreboard" and reset for new game.

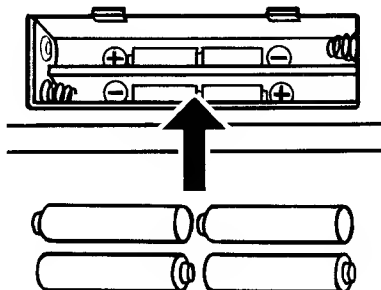
1 Player

Solo baseball is set up and played as games for 2 or more players with the following changes:

1. Set "Player Switch" to "1".
2. Pitching is completely automatic. Type of ball pitched is random.
3. Player must operate both "Batting Keys" and "Defense Key".

To Insert Batteries

Insert 4 “AA” batteries as shown in illustration. Be sure that \oplus and \ominus ends are properly aligned.



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